

# Control, Estimation, and Planning for Aerial Manipulation

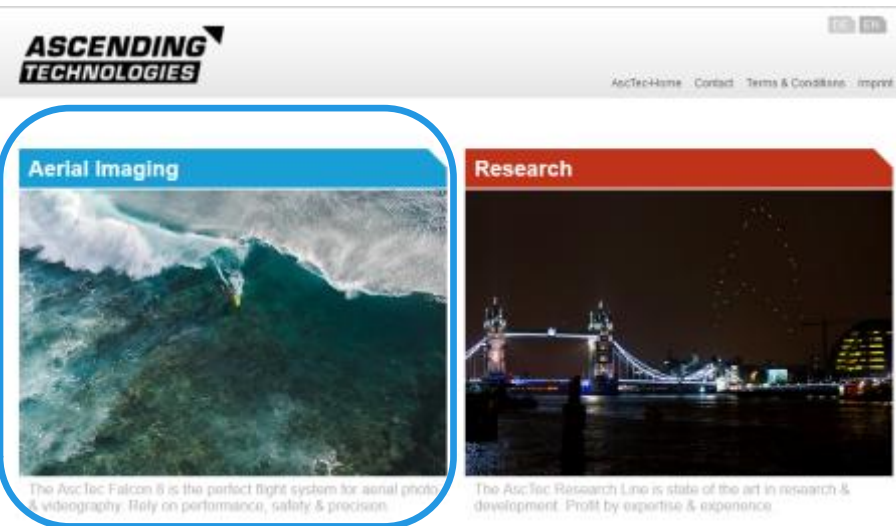
Justin Thomas, Shaojie Shen, and Vijay Kumar

- ⌘ Avian-Inspired Grasping
  - ⌘ Planning
- ⌘ Image Based Visual Servoing (IBVS) for Grasping
  - ⌘ Planning & Control in the Image Space
- ⌘ Cooperative Manipulation
- ⌘ Suspended Payloads
  - ⌘ Single robot
  - ⌘ Multiple robots
- ⌘ Vision Based Formations



# Current Role of UAVs

⌘ Look but don't touch



**ASCENDING TECHNOLOGIES**

AscTec-Home Contact Terms & Conditions Imprint

**Aerial Imaging**

The AscTec Falcon II is the perfect flight system for aerial photo & videography. Rely on performance, safety & precision.

**Research**

The AscTec Research Line is state of the art in research & development. Profit by expertise & experience.

<http://www.asctec.de>

## Ready to Fly



### Phantom 2 Vision+ New

The Phantom 2 Vision+ is simple to set up and super easy to fly, making it the first aerial filmmaking system for everyone.



### Phantom 2

Compact, highly integrated design and with support for FPV flying and aerial cinematography.



### Phantom 1

Phantom 1 is DJI's first small size Ready-to-Fly VTOL, integrated multi-rotor aircraft for aerial filming.

<http://www.dji.com/products>

# Importance of Interaction

- ⌘ Construction
- ⌘ Perching
  - ⌘ Save energy during persistent surveillance
  - ⌘ Recharging
- ⌘ Transportation of
  - ⌘ Objects
  - ⌘ Sensors
  - ⌘ Other Robots



# Our Interests

- ⌘ Rapid acquisition of targets
- ⌘ Ascribe high-speed, high-success grasping to quadrotors



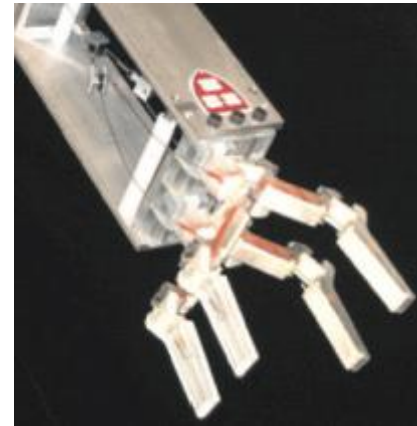
## ⌘ Previous Grasping



Penetration-based  
Gripper on a UAV  
[Mellinger et al, 2010]



1 DOF Actuated  
Gripper on a UAV  
[Lindsey et al, 2011]



Adaptive SDM Hand  
[Dollar et al, 2010]



Passive Perching  
[Doyle et al, 2011]



# Quasi-Static Examples



[Lindsey, Mellinger, and Kumar, 2012]



[Mellinger, Shomin, Michael, and Kumar, 2010]

# Inspiration: A Red Kite





# Inspiration: A Bald Eagle



# A Bio-Inspired Appendage

## ⌘ Objectives

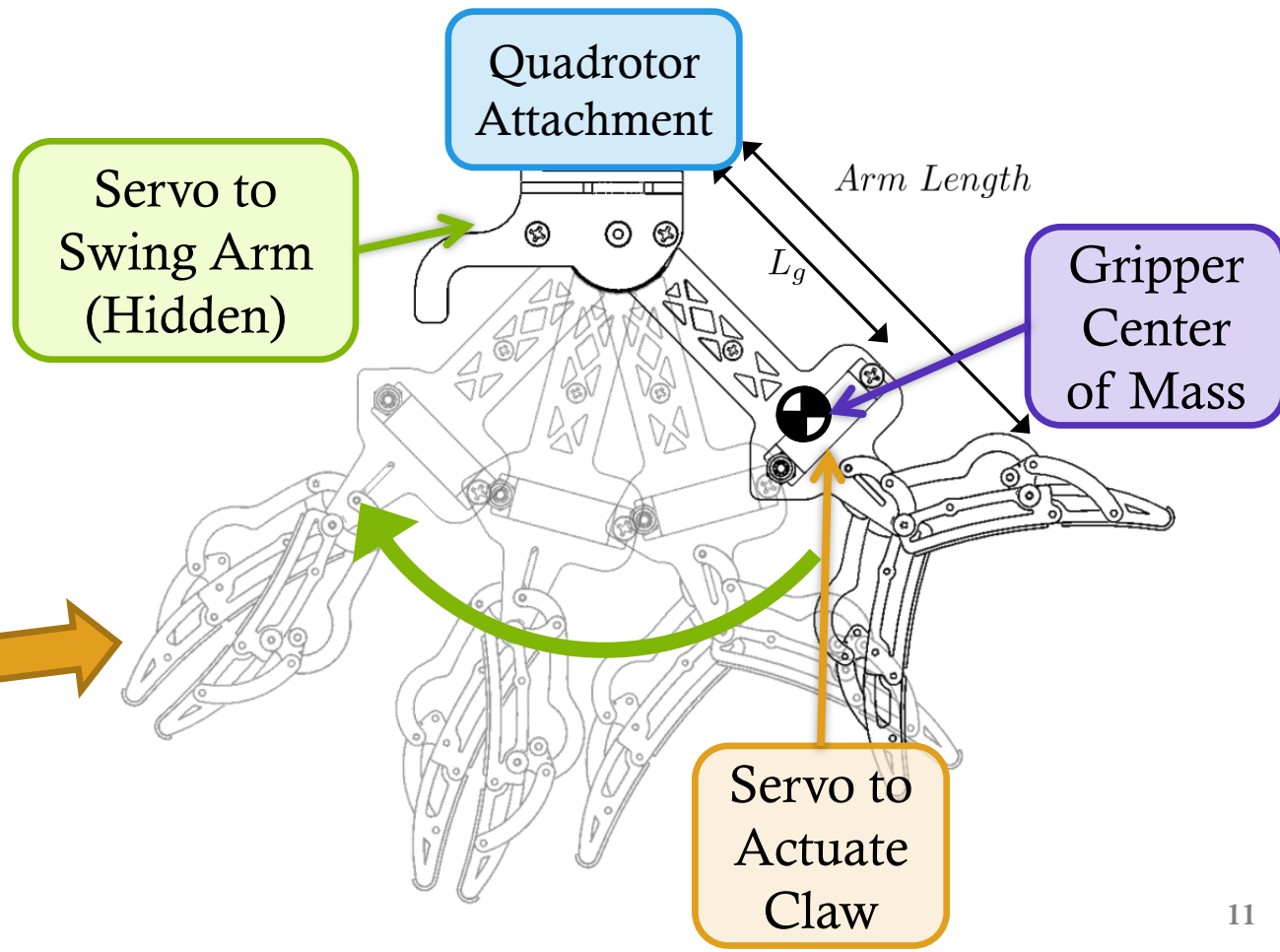
- ⌘ Reduce relative motion between claw and target
- ⌘ Independently actuate rotation and grasping
- ⌘ Grasp arbitrary shapes (wrap claws around target)
- ⌘ Ability to perch



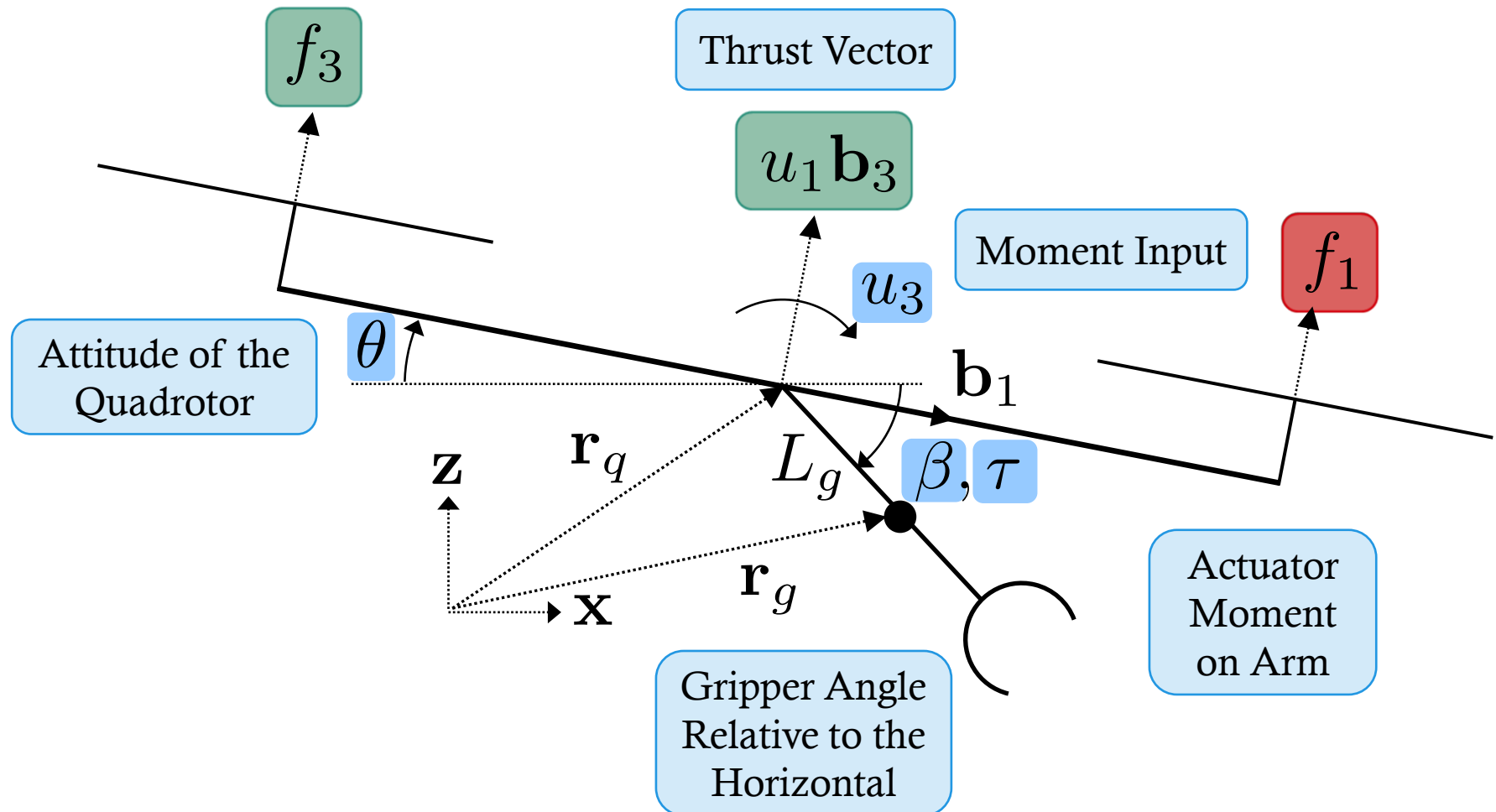
# A Bio-Inspired Appendage

⌘ Two Actuators

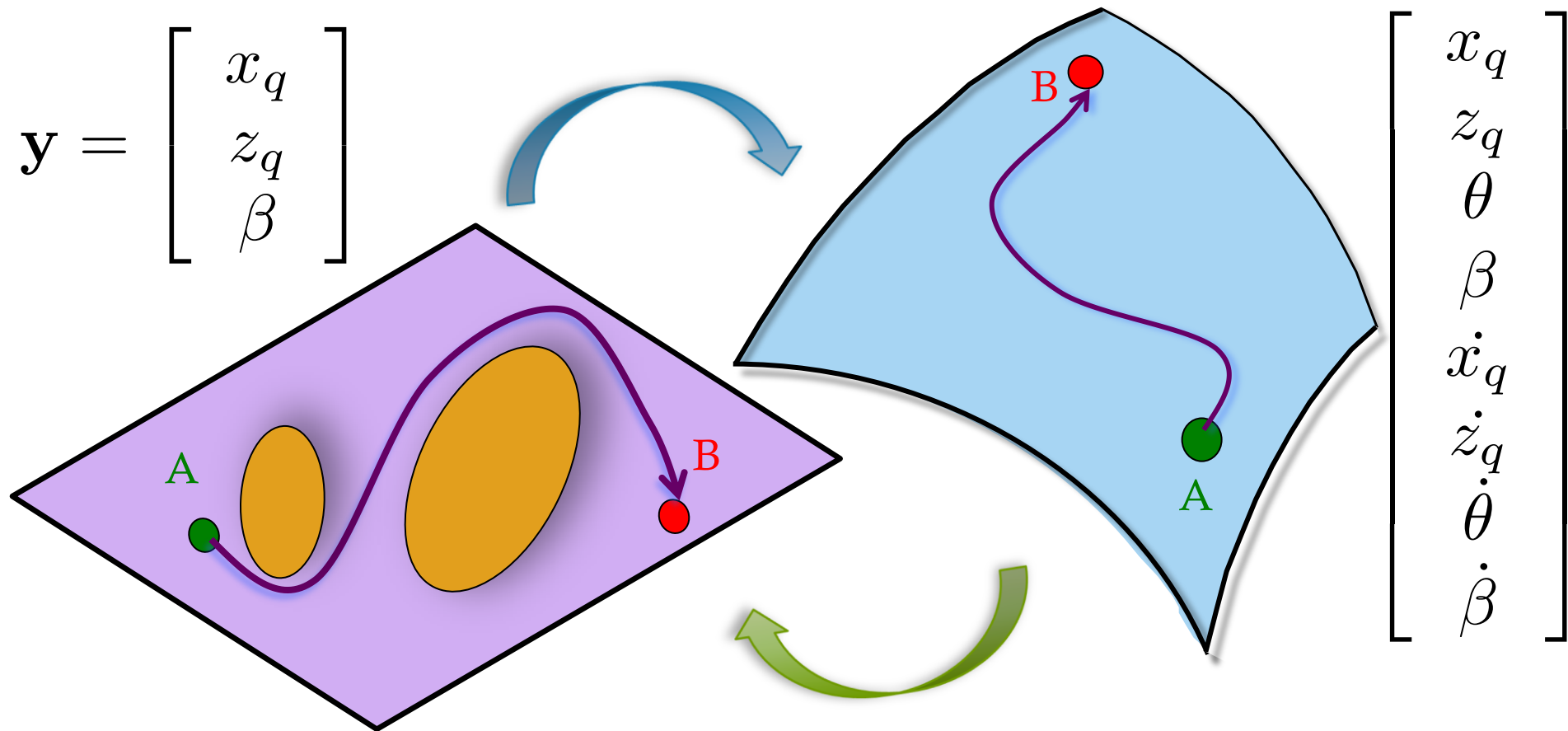
⌘ Independent Control of Rotation and Grasping



# A Dynamic System



# Differential Flatness





# Trajectory Generation

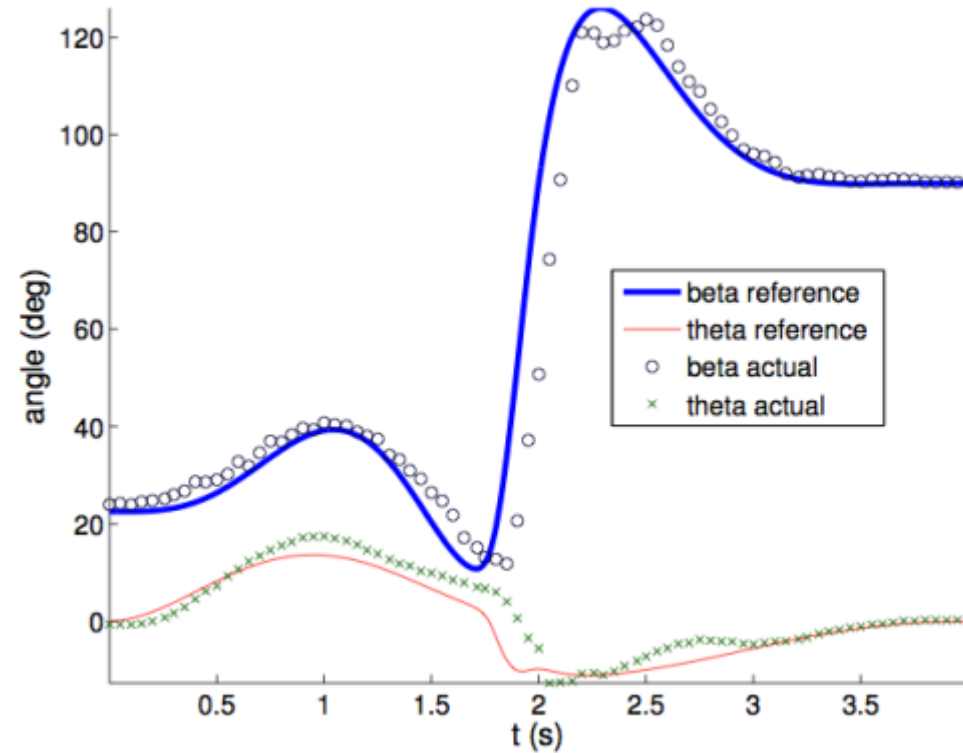
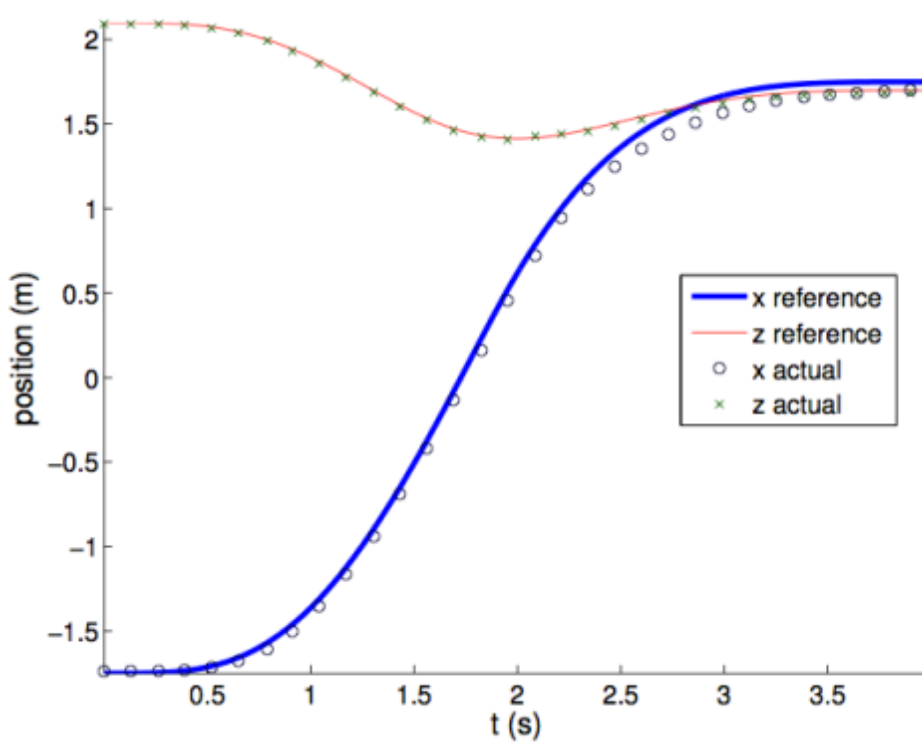
- ⌘ The inputs of the system are the 4<sup>th</sup> derivatives of position and the angle,  $\beta$
- ⌘ Motivates minimum-snap trajectories

$$\mathcal{J}_i = \int_{t_0}^{t_f} \left\| y_i^{(4)}(t) \right\|^2 dt \quad \text{for } i = 1, 2, 3$$

- ⌘ Can be expressed as a quadratic program

# Trajectory Generation

## ⌘ Trajectories and Experimental Results





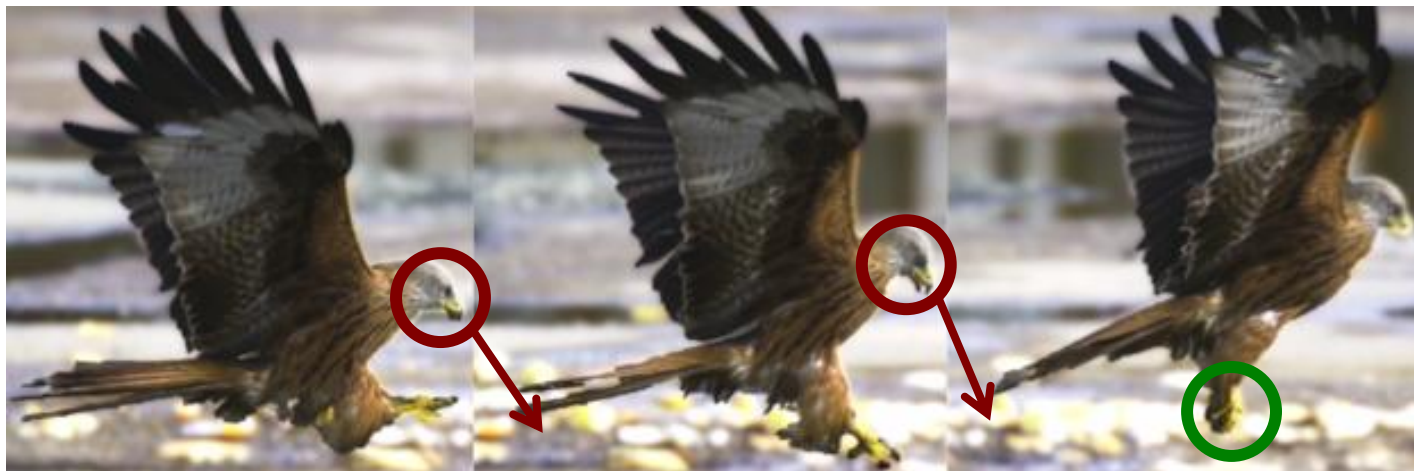
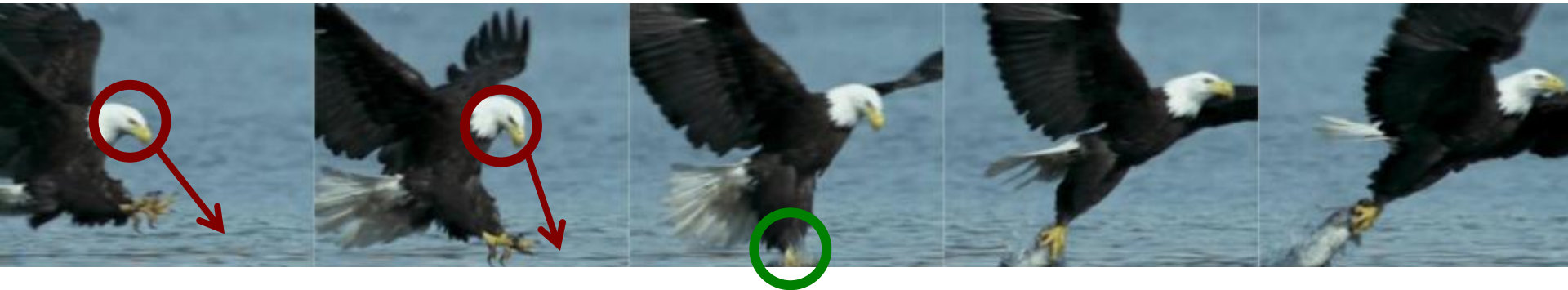
# Conclusions & Limitations



- ⌘ We have demonstrated Avian-Inspired, High-Speed, Dynamic Aerial Grasping
- ⌘ Future Work:
  - ⌘ Decrease inertia and weight of gripper
  - ⌘ Differential flatness of the actuated gripper system in 3D
  - ⌘ Eliminate dependence upon a motion capture system
    - ⌘ Use Image-based visual servoing
    - ⌘ Plan feasible trajectories directly in the image plane

# Motivation for Vision

⌘ Raptors use visual feedback





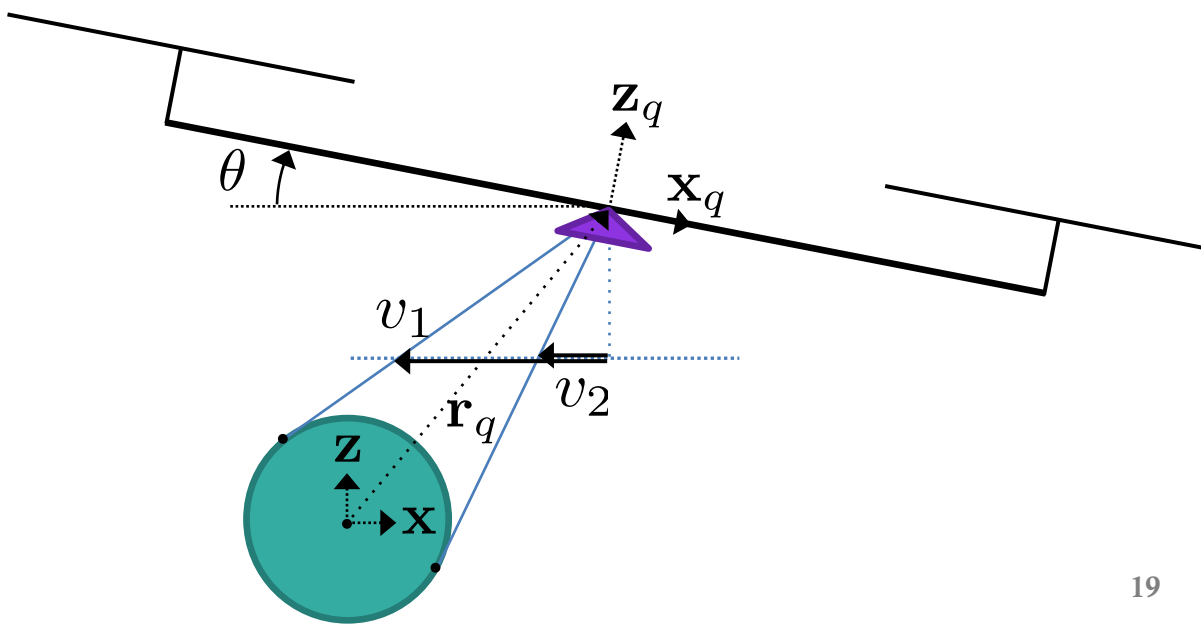


- ⌘ Map the image features to a virtual “level” image plane and solve for image features

$$\mathbf{v} = \Gamma(\mathbf{r}_q)$$

- ⌘ Image Jacobian

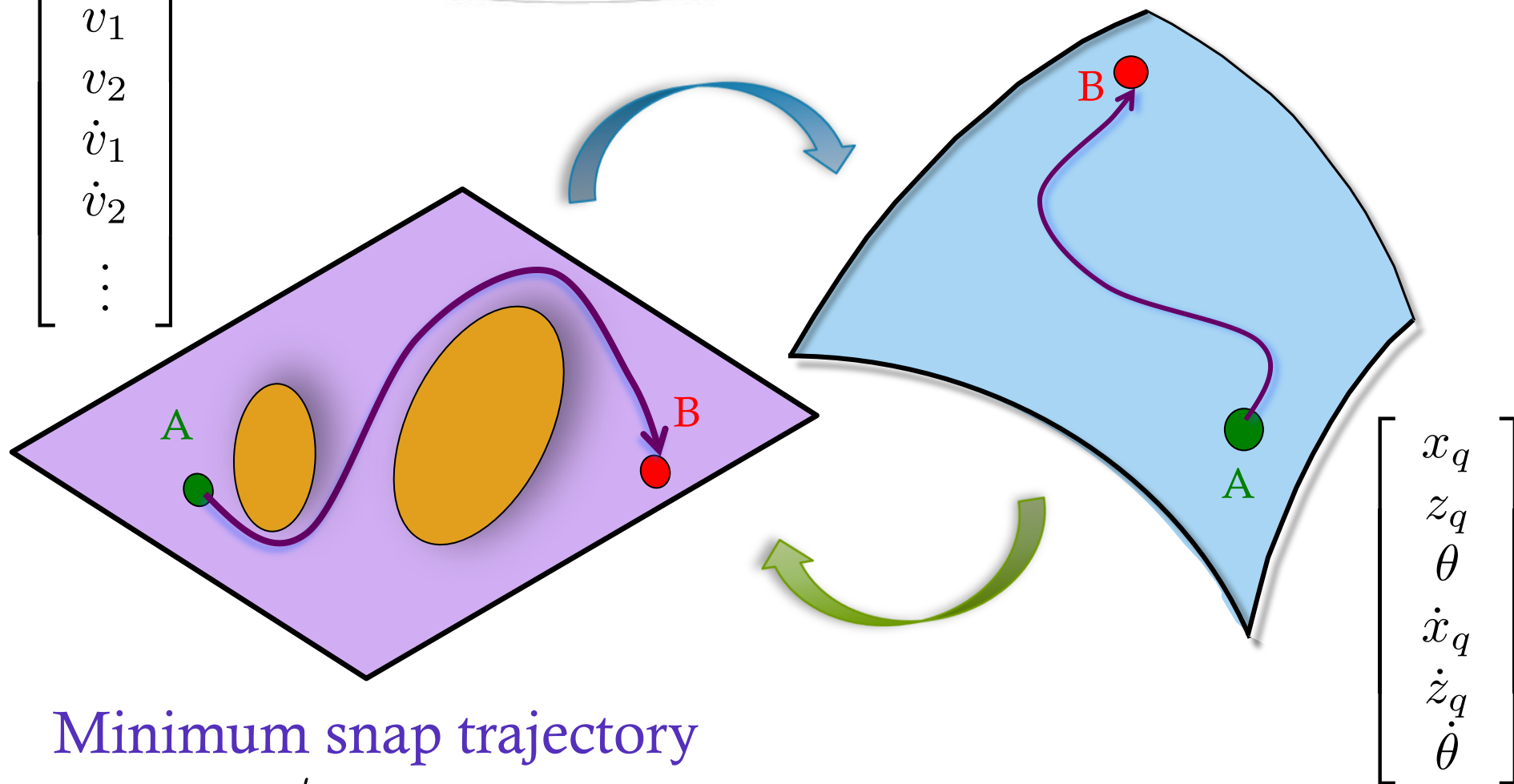
$$\dot{\mathbf{v}} = J\dot{\mathbf{r}}_q$$





# Penn Planning: Differential Flatness

$$\begin{bmatrix} v_1 \\ v_2 \\ \dot{v}_1 \\ \dot{v}_2 \\ \vdots \end{bmatrix}$$



Minimum snap trajectory

$$\mathcal{J}_i = \int_{t_0}^{t_f} \left\| v_i^{(4)}(t) \right\|^2 dt$$

[similar to *Mellinger and Kumar, 2011*]

# Attitude & Position Control

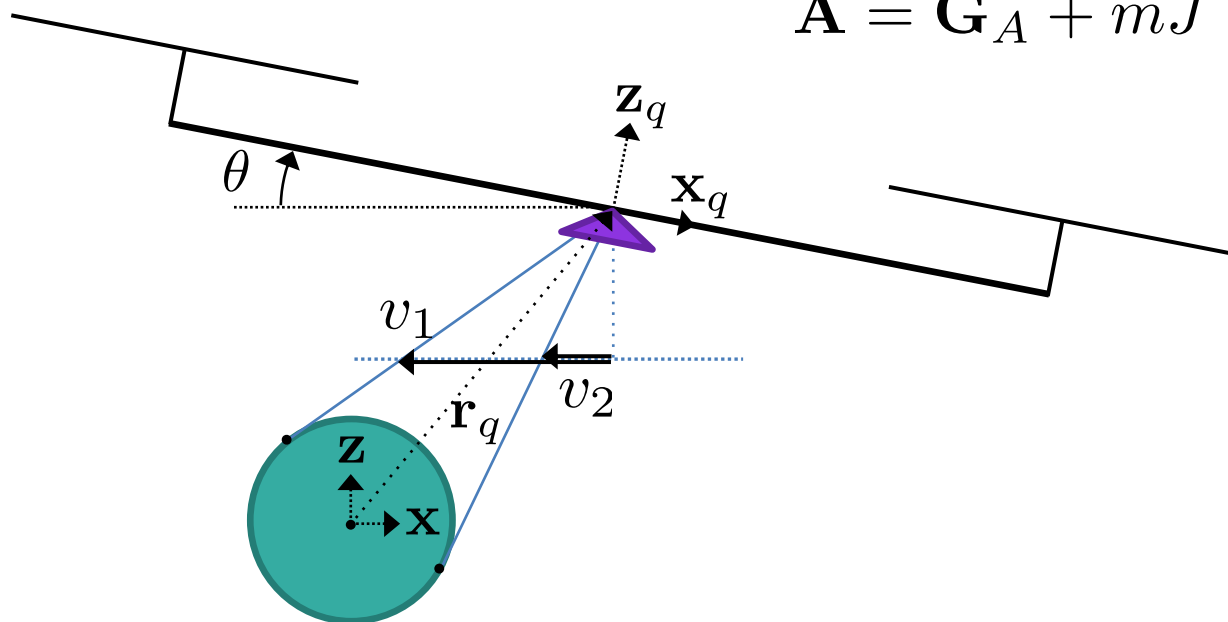
⌘ SO(3) Attitude Controller [Lee, Leok, McClamroch, 2010]

⌘ Position errors defined in the image feature space:

$$\mathbf{e}_v = \mathbf{v} - \mathbf{v}_d$$

⌘ Desired thrust and attitude:

$$\mathbf{A} = \mathbf{G}_A + mJ^{-1} [-K_p \mathbf{e}_v - K_d \dot{\mathbf{e}}_v + \ddot{\mathbf{v}}_d]$$



$$f = \mathbf{A} \cdot R\mathbf{e}_2$$

$$R\mathbf{e}_2 = \frac{\mathbf{A}}{\|\mathbf{A}\|}$$

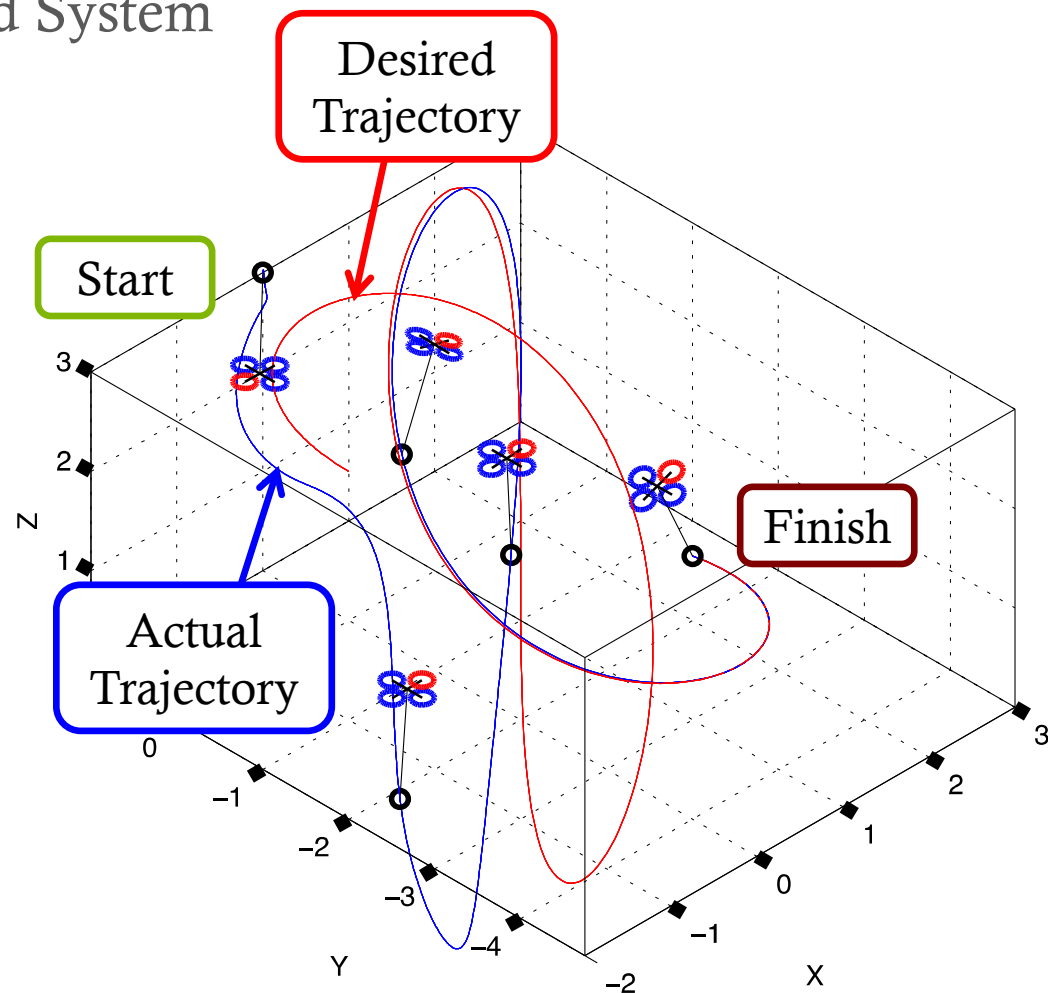
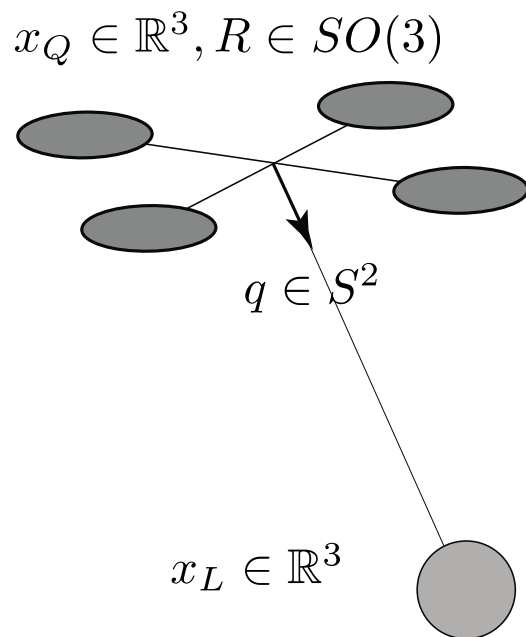
# Results



# A Dynamic Slung Load

⌘ Differentially-Flat Hybrid System

⌘ Geometric Control Law



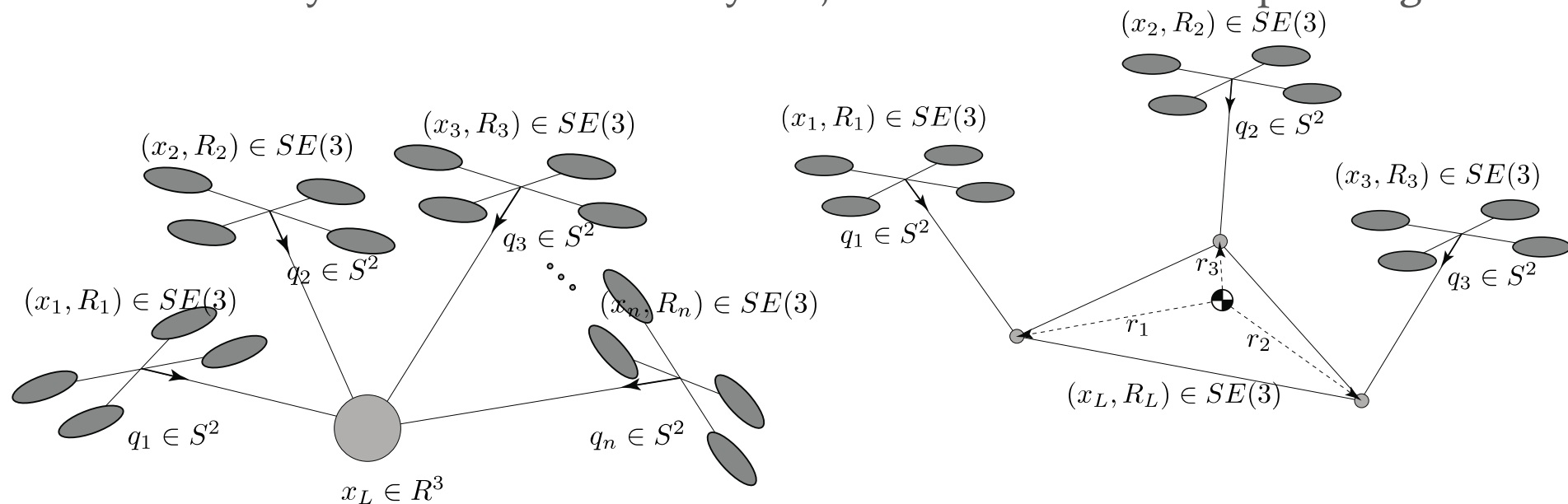


⌘ Previous approaches use quasi-static models and assume full actuation

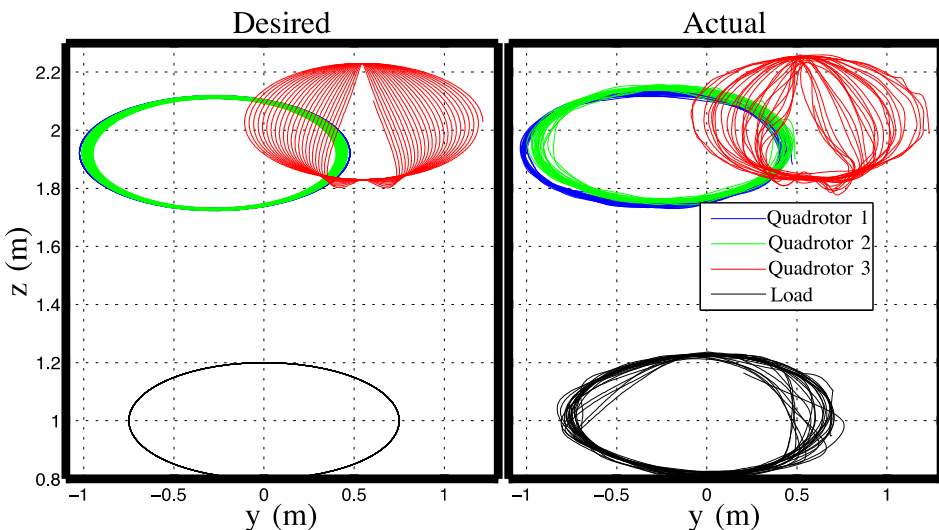
⌘ Our approach

⌘ Dynamic model of payload as a point load and as a rigid body

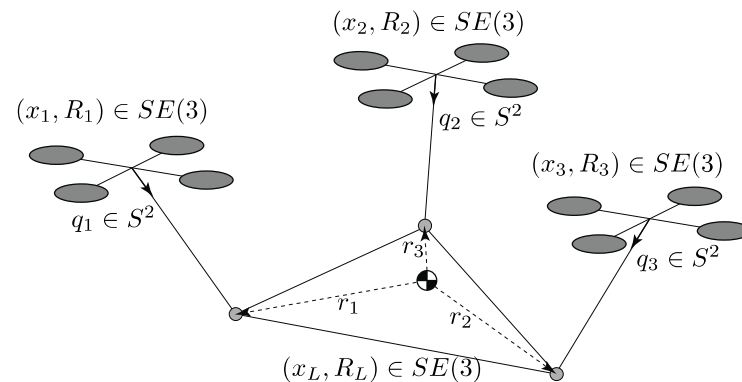
⌘ Both systems are differentially flat, which can be used for planning



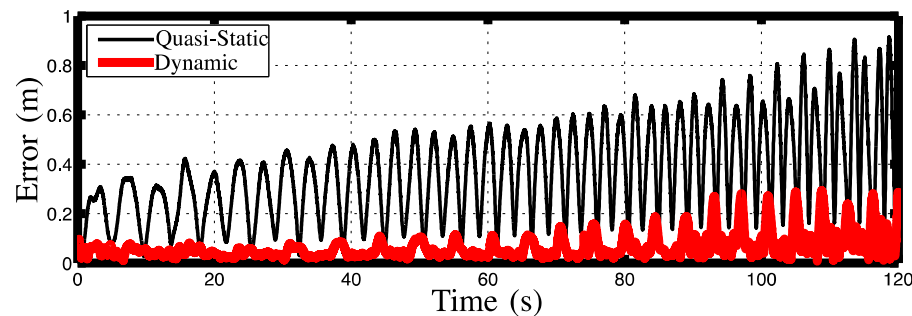
## ⌘ 3 quadrotors with a rigid body



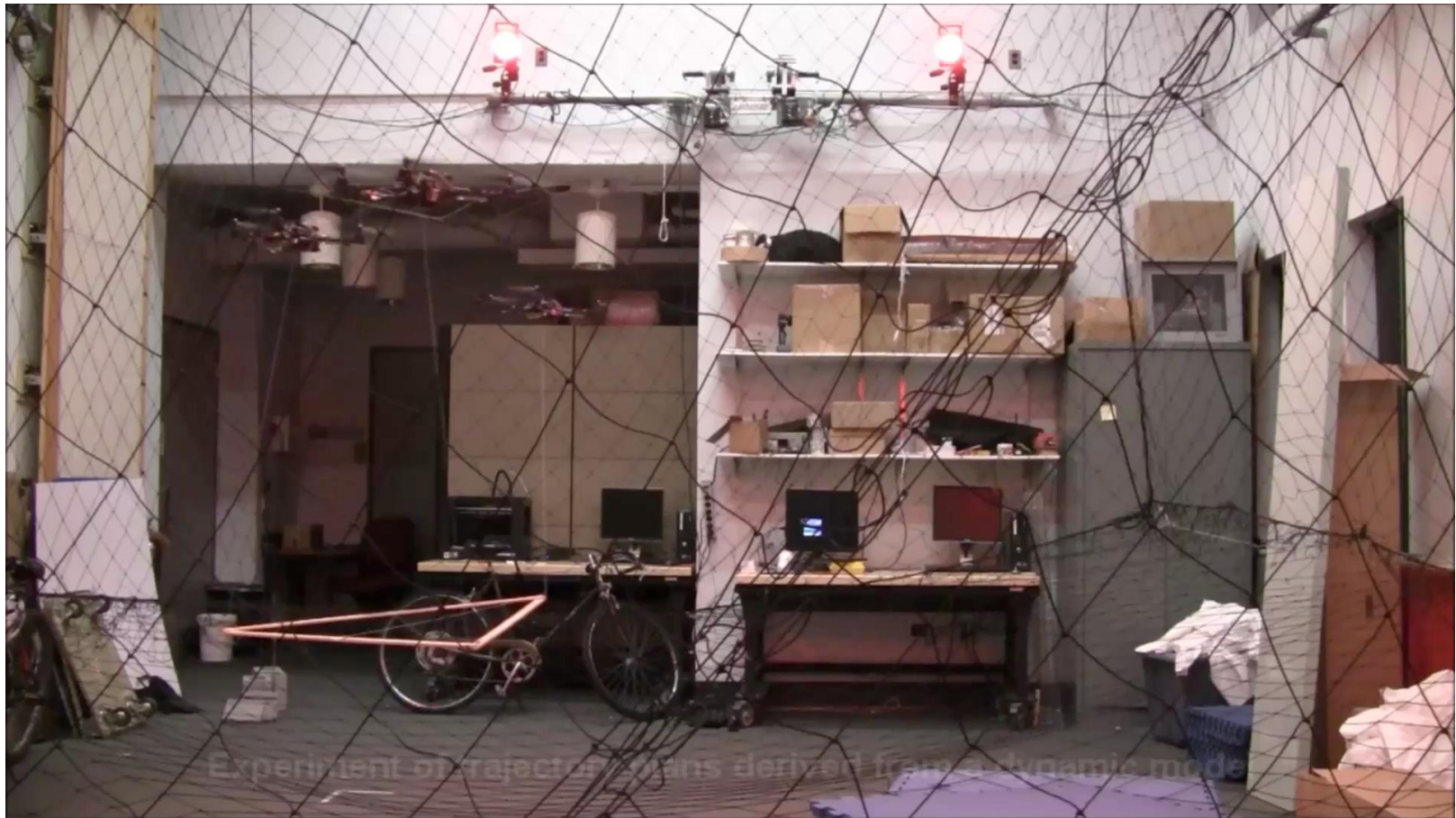
Desired and Actual Trajectories performed by the Multiple Quadrotor with a rigid body payload



The 3 Quadrotors and the rigid payload



Comparison between Quasi Static and Dynamic Model



- ⌘ Currently working on vision-based formation control
  - ⌘ Bearing-based control laws
  - ⌘ Gradient descent







# How to Fly a MAV?

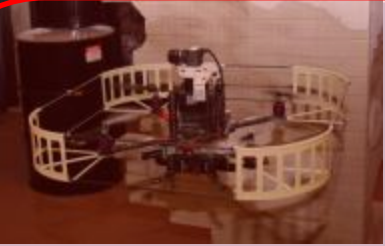




- Remote control
  - Requires line of sight and/or communication link
  - Requires skilled pilots
- Inertial navigation
  - Requires aviation grade IMU
  - Heavy and expensive
- GPS-based navigation
  - GPS is inaccurate
  - GPS can be unreliable



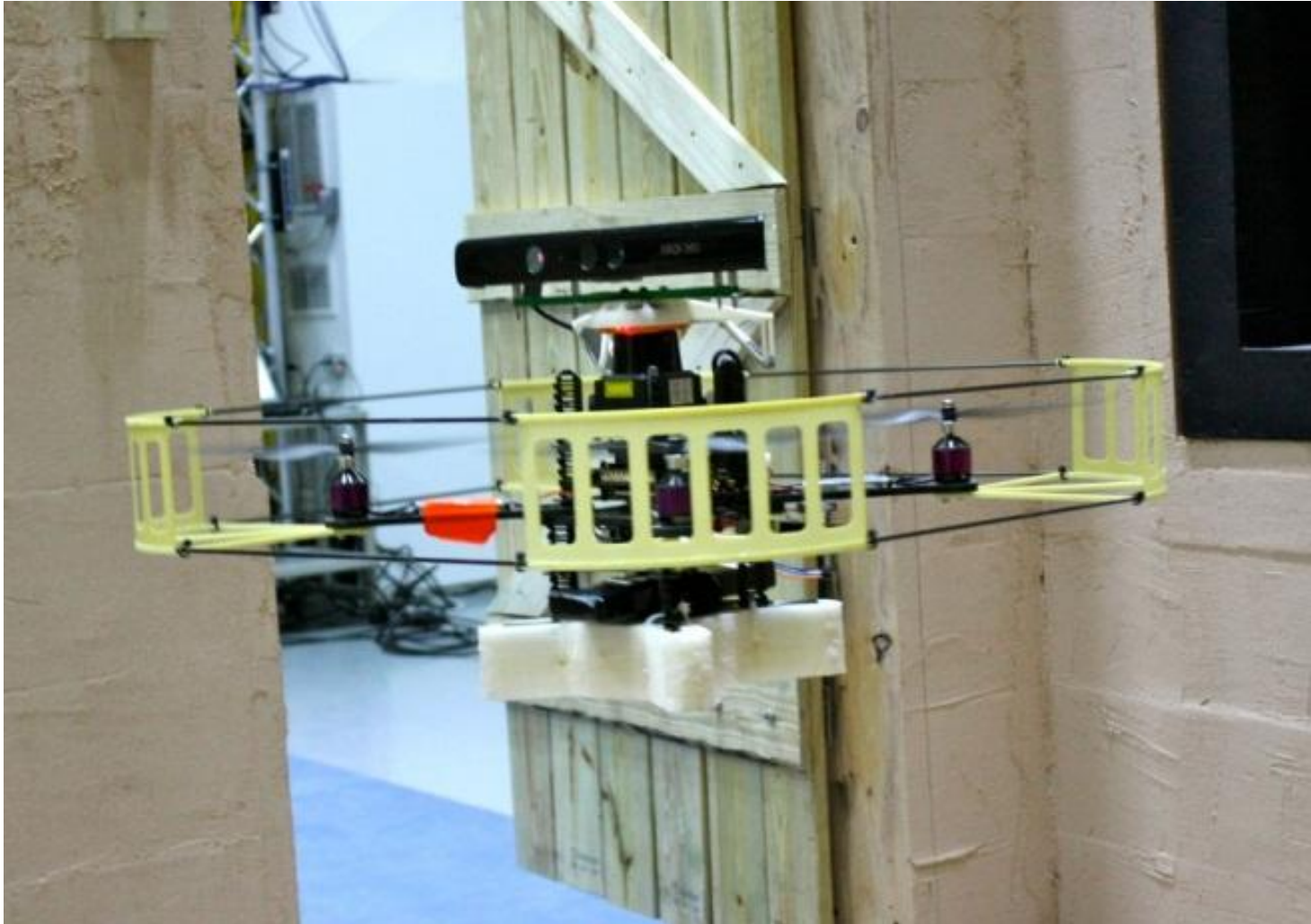
# Challenges

- Fast vehicle dynamics (5<sup>th</sup> order system)
  - Requires real-time onboard processing
  - Requires accurate state estimates
- Limited payload (< 1kg)
  - Limited sensing
  - Limited computation
- Complex environments
  - Unknown environments
  - GPS unreliable or unavailable
- Intersection between estimation and control
  - Robustness
  - Low latency



Robot	Sensing	Computation	Mass	Environment	Year
	Laser IMU	Intel Atom 1.6GHz	1.7 kg	2.5D indoor	2010-2011
	Laser Kinect IMU	Intel Atom 1.6GHz	1.9 kg	2.5D indoor	2011-2012
	Cameras IMU	Intel Atom 1.6GHz	0.74 kg	3D indoor and limited outdoor	2012-2013
	Laser Cameras GPS IMU	Intel Core i3 1.8GHz	1.9 kg	3D indoor and outdoor	2013-2014
	Camera IMU	Intel Core i3 1.8GHz	1.3 kg	3D indoor and limited outdoor	2014

# Laser-Based Autonomous Flight



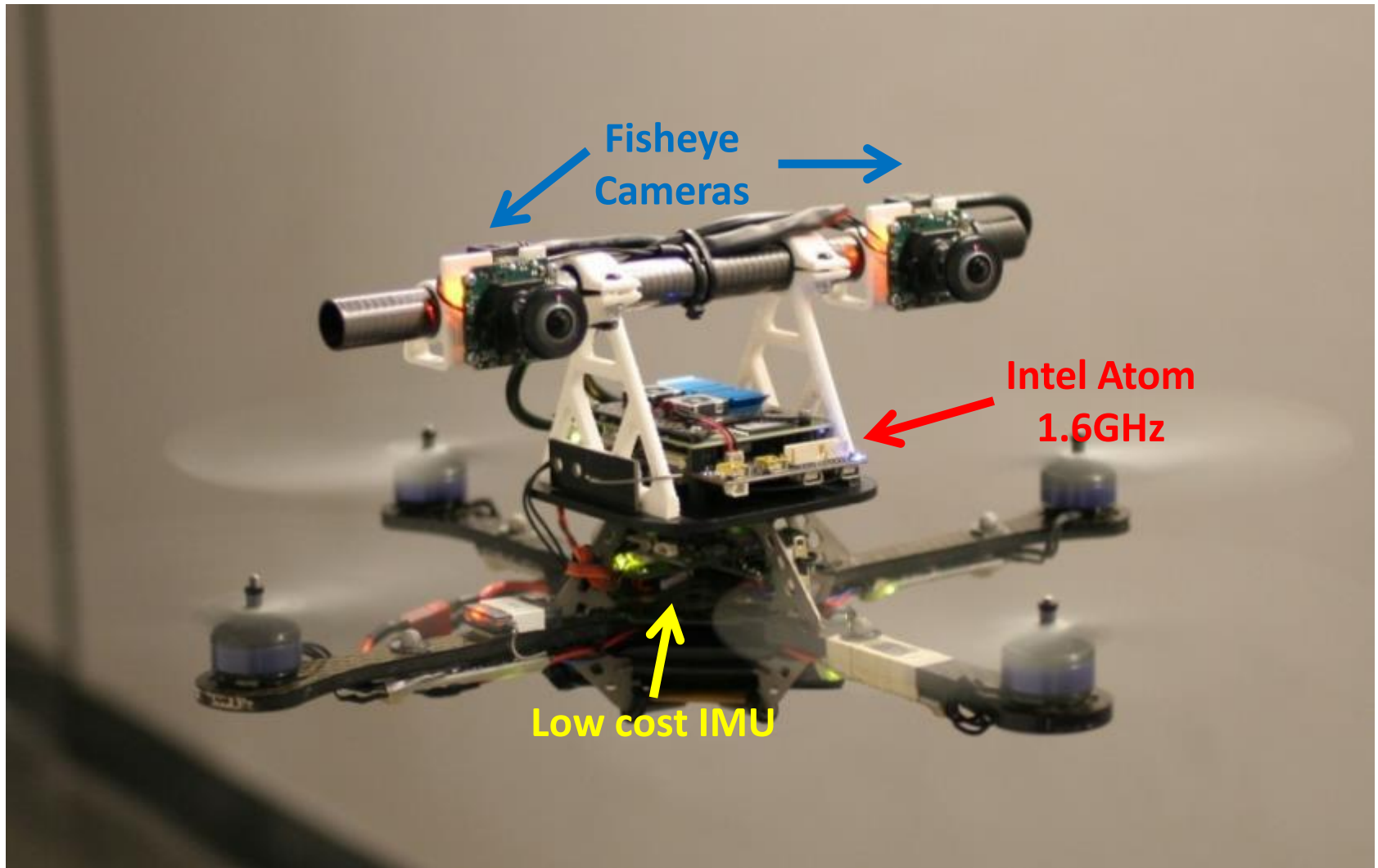
# Autonomous Aerial Navigation in Confined Indoor Environments

Shaojie Shen, Nathan Michael, Vijay Kumar





# Vision-Based Autonomous Flight



**Straight Line**  
**Max Speed: 4 m/s**

Indoor

**Vision-Based Autonomous Navigation in Complex Environments  
with a Quadrotor**

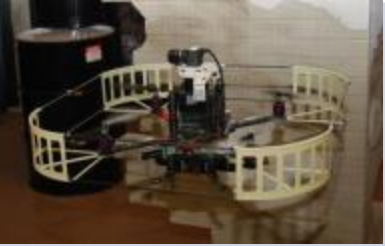




Shaojie Shen, Nathan Michael, and Vijay Kumar



Indoor and Outdoor SLAM

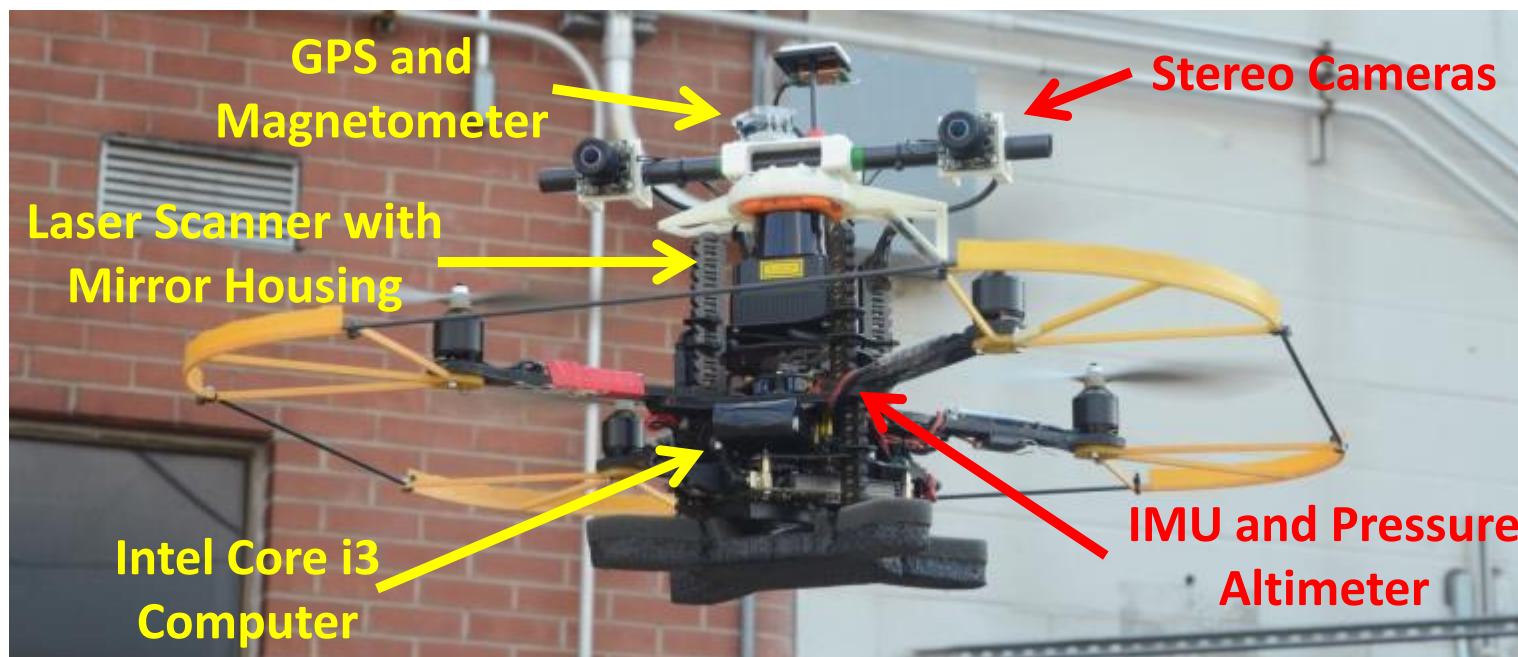
# Robust State Estimation

- Power-on-and-go
  - Initialize from an arbitrary unknown state
- Autonomy
  - State estimation in a wide range of environments
- Fault-tolerant
  - Handle failure of one or more onboard sensors
- Fail-safe
  - Recover from total failure of all sensors

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# Robust Multi-Sensor Fusion for MAVs

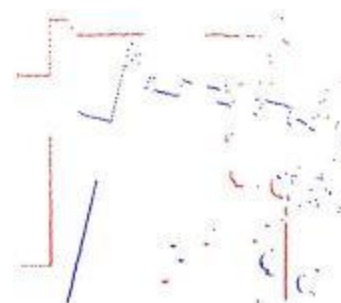
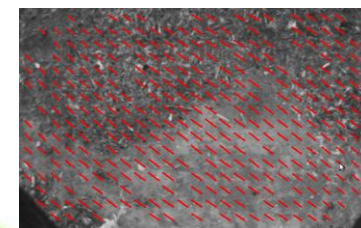
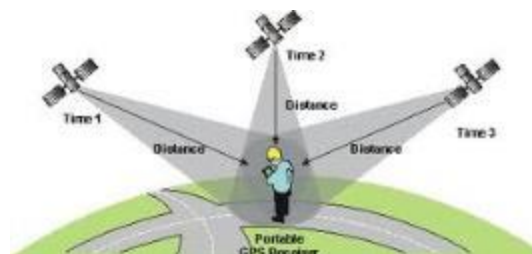
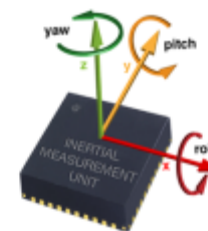
- Contributions:
  - A modular Jacobian-free filter design for fusing heterogeneous sensors with minimum coding and calculation
  - Handling of GPS measurements to ensure smoothness
  - Extensive verification via field experiments





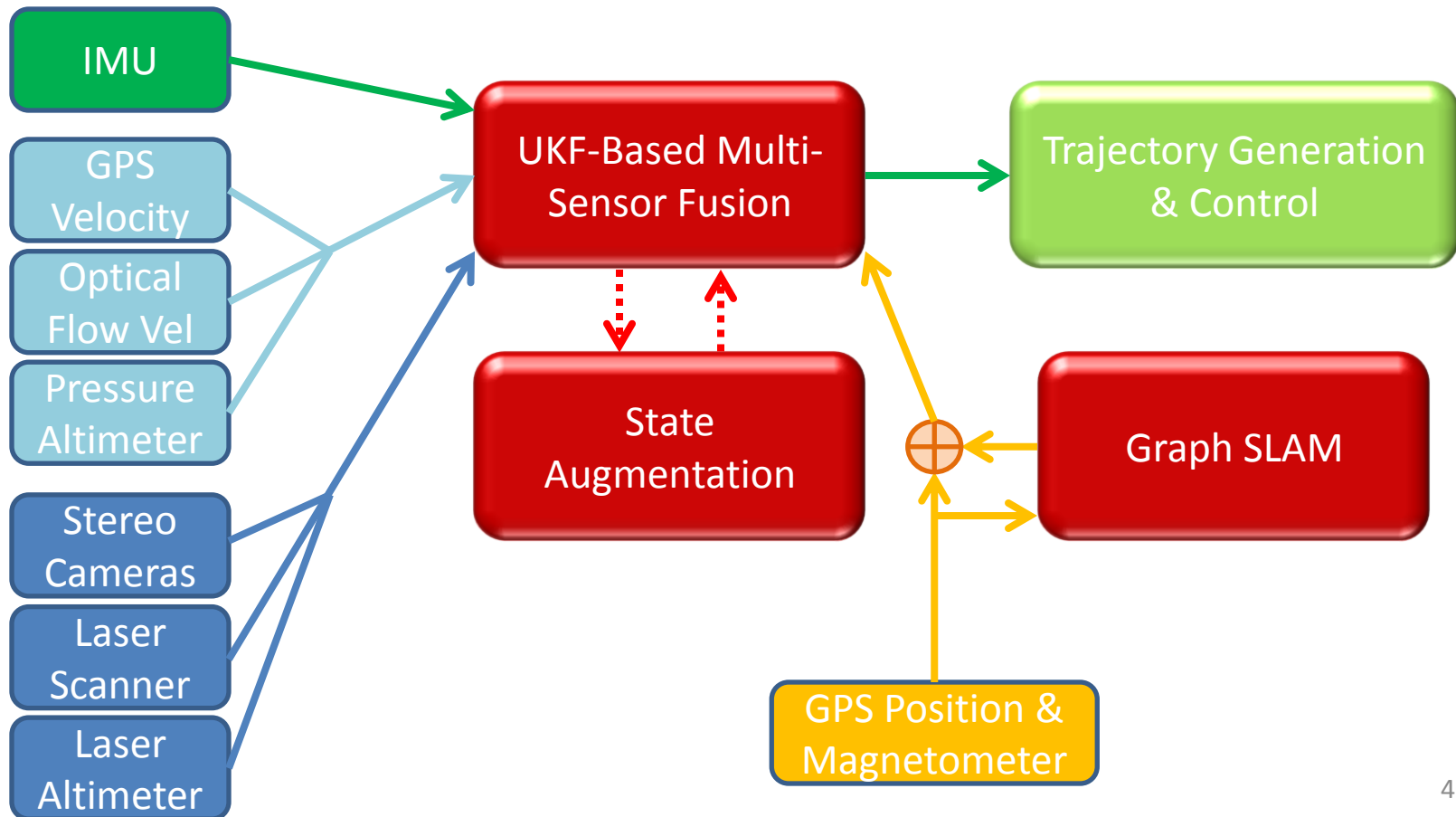
# Heterogeneous Sensor Measurements

- Proprioceptive sensor
  - Low cost MEMS IMU
- Absolute measurements
  - GPS and Magnetometer
  - Pressure altimeter
  - Optical flow velocity sensor
  - $\mathbf{z}_t = h(\mathbf{x}_t) + \mathbf{n}_t$
- Relative measurements
  - Laser scan matching – 3DOF Pose
  - Visual odometry – 6DOF Pose
  - Laser altimeter
  - $\mathbf{z}_t = h(\mathbf{x}_t, \mathbf{x}_{t-k}) + \mathbf{n}_t$



# Robust Multi-Sensor Fusion for MAVs

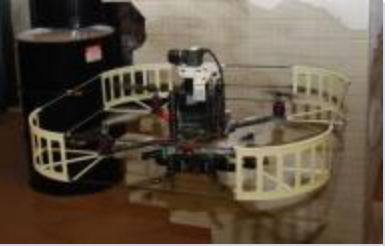




- Add/remove heterogeneous sensors with minimum coding and calculation (no computation of Jacobian is required)



**Sensors: IMU, Laser, Cameras, GPS**  
**Autonomous Flight**  
**All Processing Onboard**  
**Length: 450 m, Speed: 1.5m/s**

# Robust State Estimation

- Power-on-and-go
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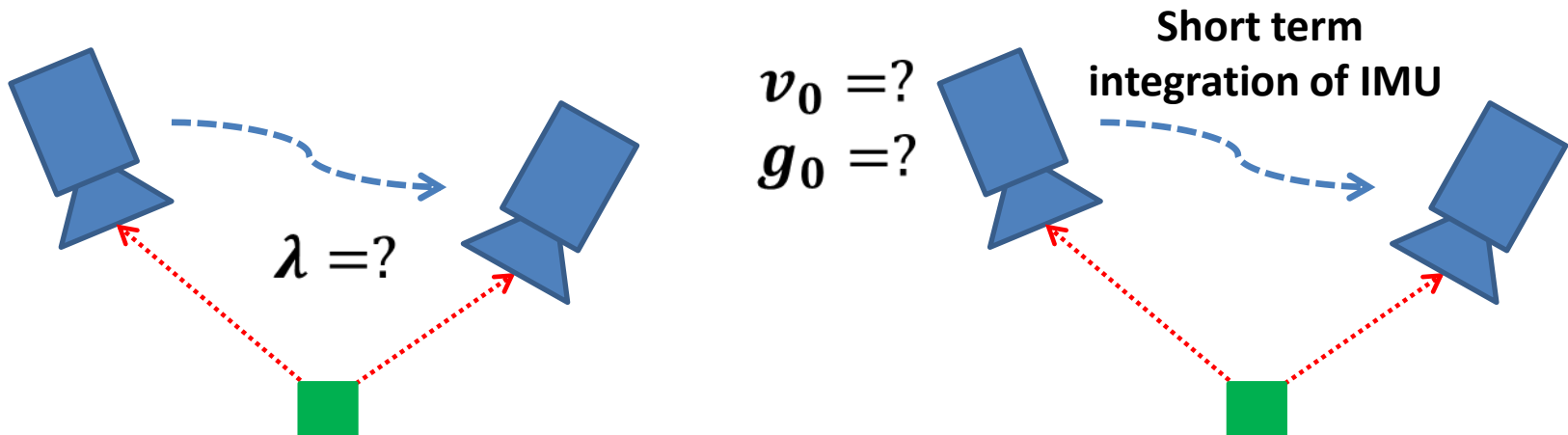


# Monocular Visual-Inertial Estimation



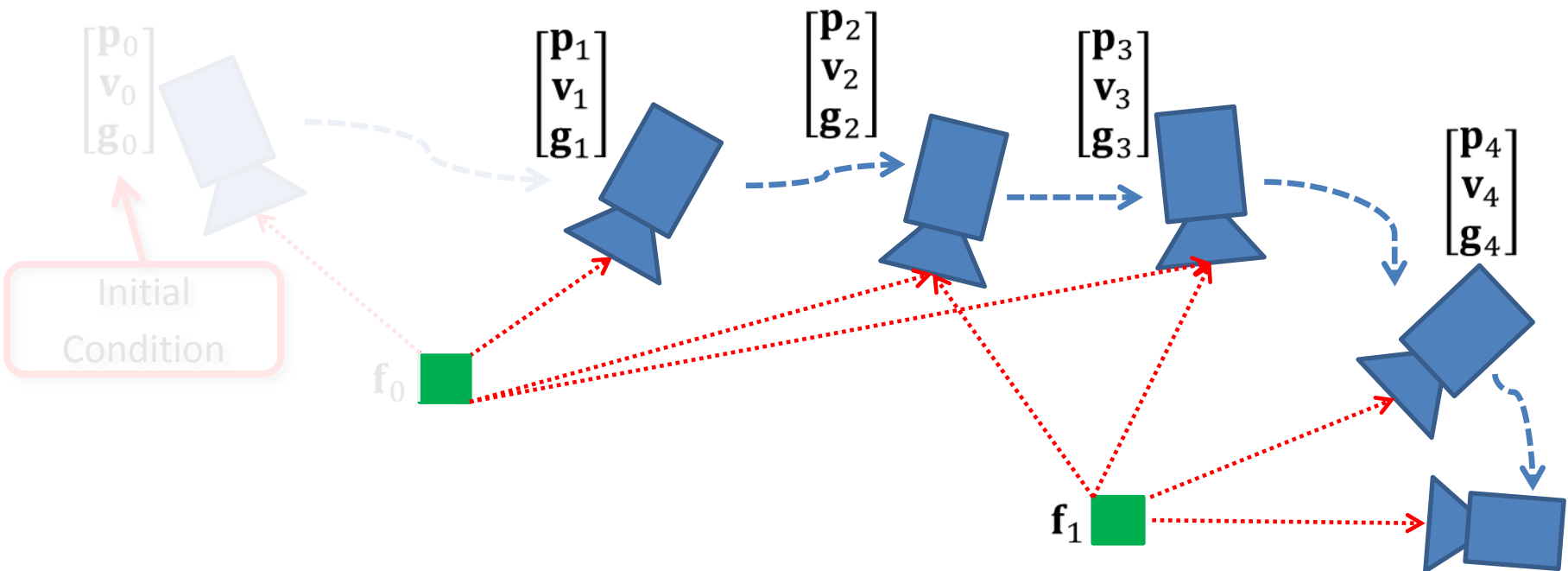
# Challenges – State Estimation

- Up-to-scale motion estimation and 3D reconstruction with monocular camera
- Add IMU, scale is (intuitively) observable, but...
  - Highly nonlinear system – requires good initialization
  - Initial condition – velocity and attitude (gravity), unknown
  - IMU noise is not modeled



# Linear Sliding Window Monocular Visual-Inertial Estimator

- Over-constrained system for robustness against noise
- Our linear formulation enables recovery of initial condition
  - Optional nonlinear optimization to refine solution
- Marginalize old poses to bound computation cost



# Linear Sliding Window Monocular Visual-Inertial Estimator

- Linear rotation estimation

- Relative rotation constrains from gyroscope or epipolar geometry

$$\mathbf{R}_{B_0}^{B_0} = \mathbf{I}_3, \quad \mathbf{R}_{B_j}^{B_0} = \hat{\mathbf{R}}_{B_i}^{B_i} \mathbf{R}_{B_i}^{B_0} \quad \text{Relative rotation}$$

- Rotation estimation by relaxing orthonormality constraints

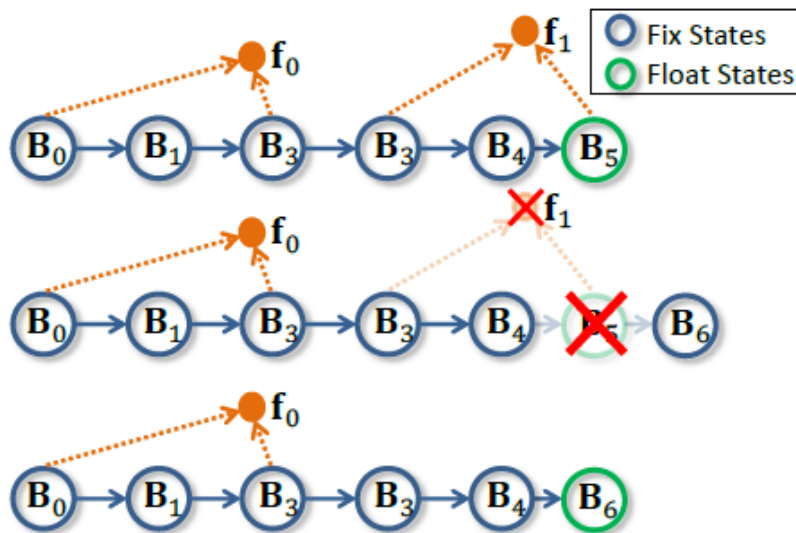
$$\begin{bmatrix} \mathbf{I}_3, & -\hat{\mathbf{R}}_{B_i}^{B_i} \end{bmatrix} \begin{bmatrix} \mathbf{r}_i^k \\ \mathbf{r}_j^k \end{bmatrix} = 0 \quad k = 1, 2, 3 \quad \text{Columns of rotation matrices}$$

- Linear system if first pose in the sliding window is used as reference frame
- Linear system -> Prior is not needed -> Initial condition recoverable

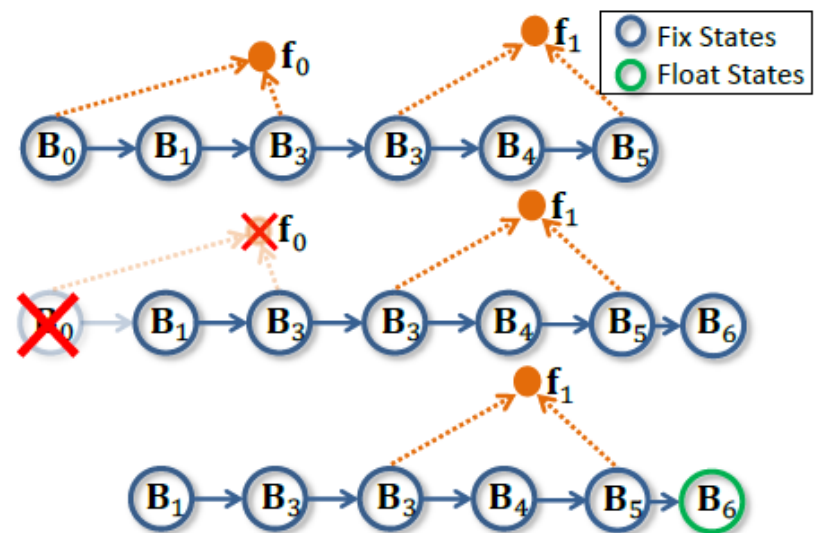
$$\min_{\mathcal{X}} \left\{ \underbrace{(\mathbf{b}_p - \Lambda_p \mathcal{X})}_{\text{Prior}} + \underbrace{\sum_{k \in \mathcal{D}} \left\| \hat{\mathbf{z}}_{B_{k+1}}^{B_k} - \mathbf{H}_{B_{k+1}}^{B_k} \mathcal{X} \right\|_{\mathbf{P}_{B_{k+1}}^{B_k}}^2}_{\text{IMU Constraints}} + \underbrace{\sum_{(l,j) \in \mathcal{C}} \left\| \hat{\mathbf{z}}_l^{B_j} - \mathbf{H}_l^{B_j} \mathcal{X} \right\|_{\mathbf{P}_l^{B_j}}^2}_{\text{Camera Constraints}} \right\}$$

# Preserving Scale Observability During Degenerate Motion

- General motion:
  - Linear acceleration is required to preserve scale observability
- Zero acceleration motion:
  - Preserve scale information via two-way marginalization

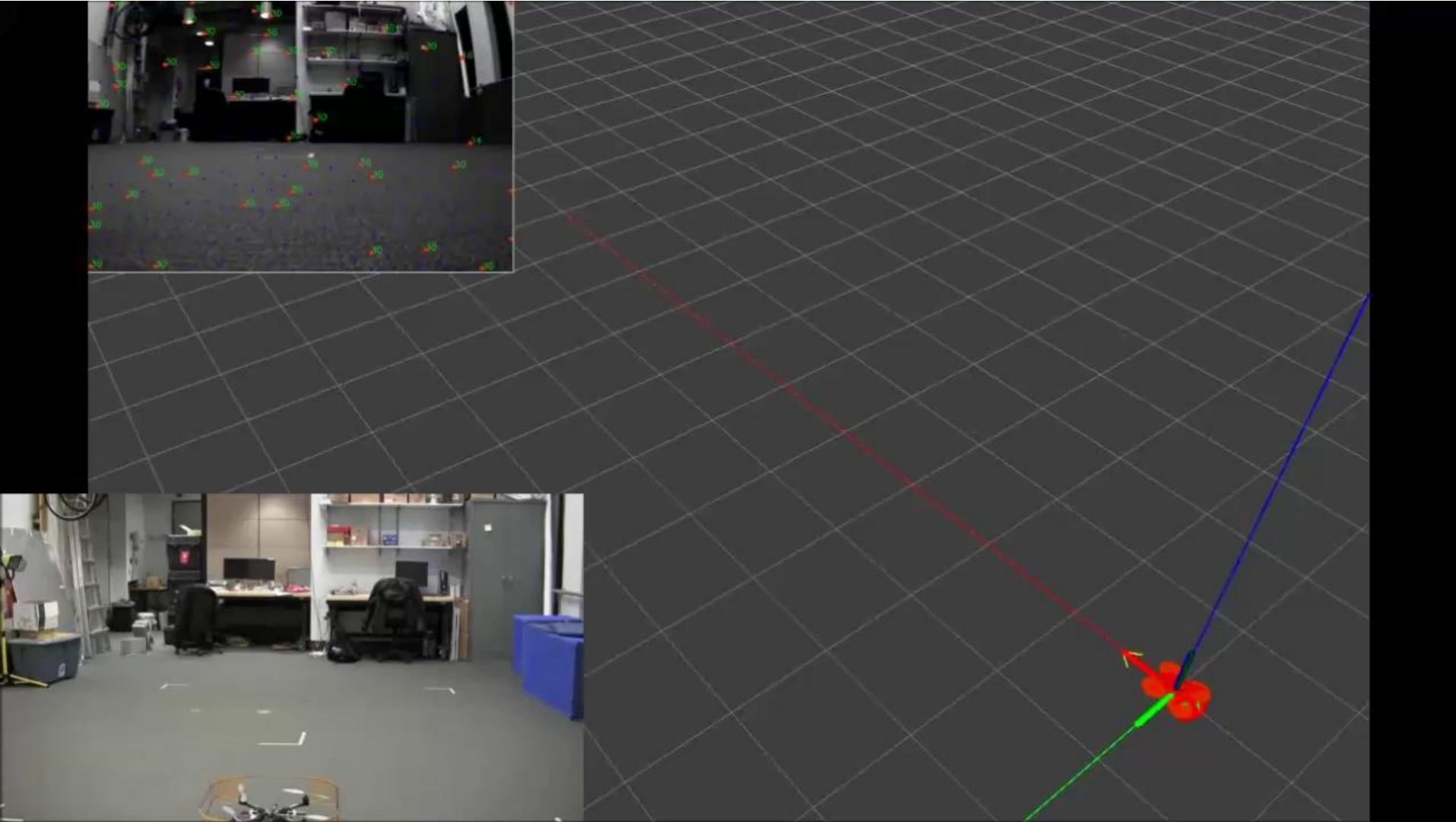


Newest: Keep acceleration measurements in the window



Oldest: Convert information from removed states into single Gaussian





**Initialization-Free Monocular Visual Inertial State Estimation with Application to Autonomous MAVs**  
 International Symposium on Experimental Robotics (ISER) 2014, To Appear

# Summary on Estimation for MAVs

- Autonomous navigation in complex indoor and outdoor environments with micro aerial vehicles using a variety of sensors
- Robust state estimation
  - Power-on-and-go
  - Autonomy
  - Fault-tolerant
  - Fail-safe
- Fully integrated systems with onboard processing

# Conclusion and Future Work

- Summary
  - Control and planning for aerial manipulation with motion capture systems
  - Vision-based servoing with proven stability
  - State estimation for autonomous flight
- Future Work
  - Merge all results together for robust autonomous aerial manipulation in challenging environments